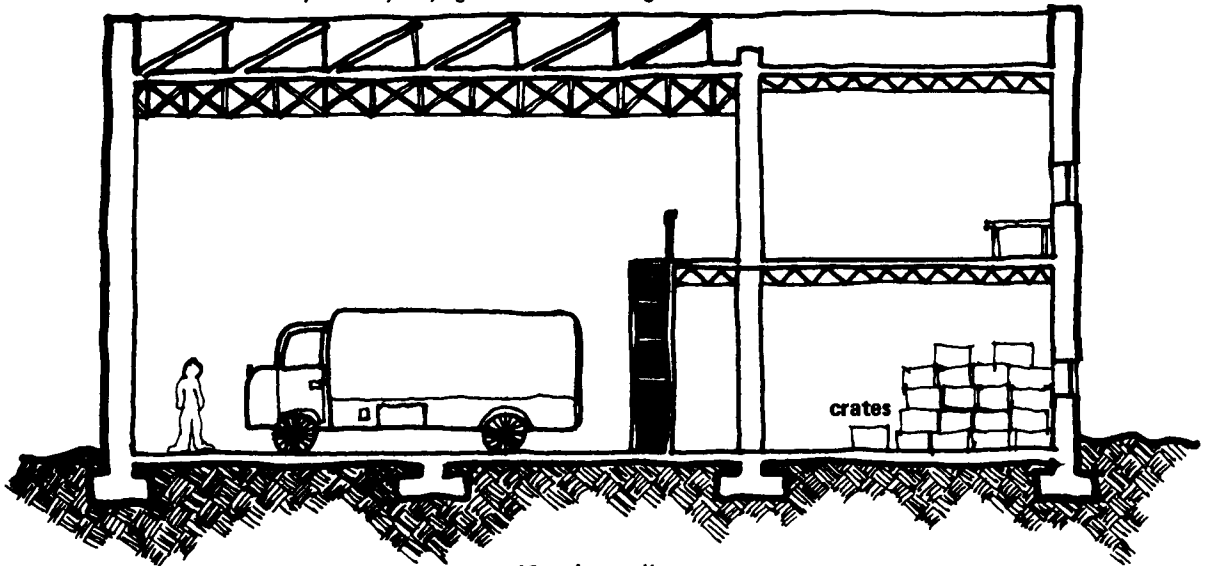
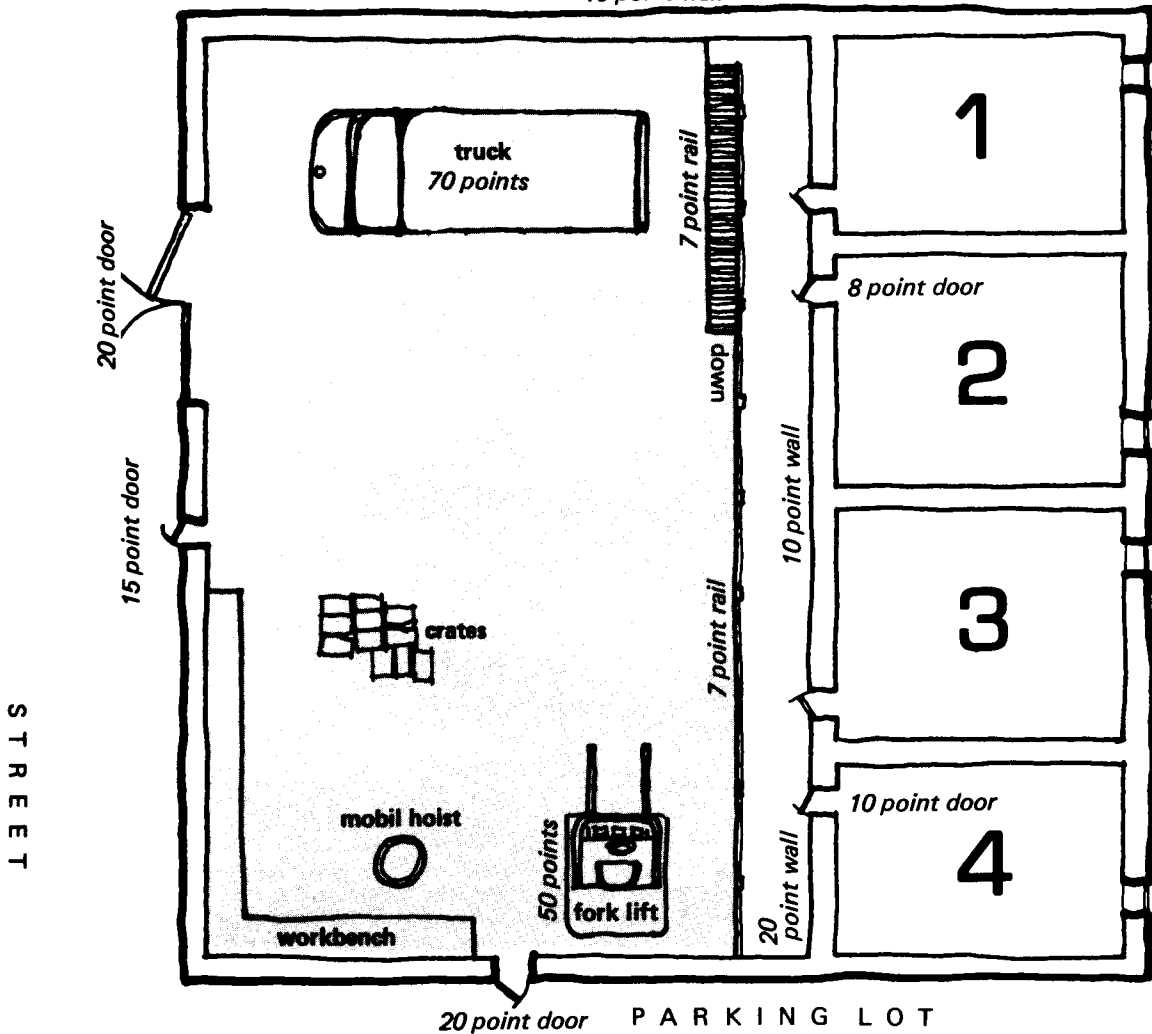


The Warehouse

lit in daytime by skylights with frosted glass



40 point wall



20 point door PARKING LOT

designer's notes for SUPERHERO WORLD

By Steve Perrin

My ideas for a game like *Superworld* were sitting on a back burner for years, ever since I had dived into a copy of *Superhero 2044* (first edition) and came out terribly confused and bewildered. I have a large file full of contradictory notes on a superhero game.

Some of the notes became obsolete after I co-authored the *RuneQuest*® rules and realized that we had the potential for a universal set of RPG rules. The basics of the system could be applied to anything. However, at that point in my enthusiasm, Greg Stafford looked at the recently released *Villains and Vigilantes* (FGU) and decided that the world did not need more than two superhero RPG's.

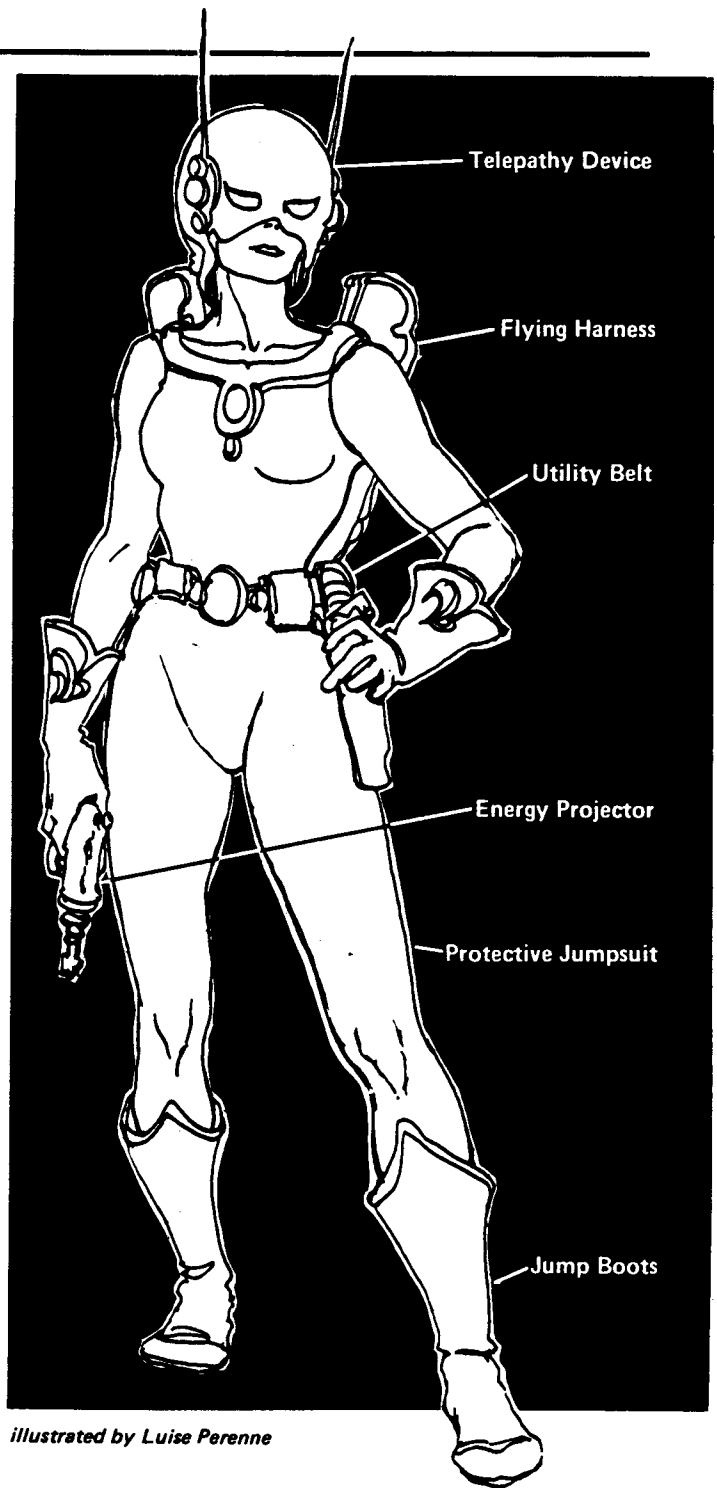
A year later, when Greg said that he needed backup for *Basic Role-Playing*, I volunteered to at least help with the creation of several mini-games which would spin off from *BRP* to complete it in the direction of one type of game or another. I was already working on my *D&D*-flavored *RQ* campaign set on the North Shore of an unnamed continent, so a *Magic World* game based on the concept of separate classes of magicians and fighters and other types came easily.

The question of what the other books would cover was up in the air for months. Science fiction? Historical? Age of Sail? Superheroes? Vikings? Wait a minute, let's go back to that superhero idea...

The end result was a go-ahead for the superhero game I had wanted to do for years. By this time, I was working full-time for the Chaosium, so, paradoxically, my time was not as available as it might have been. There was still a lot to do with the other projects coming down the track, like *Thieves' World*, *Stormbringer*, and *Call of Cthulhu*. Still, I managed to keep a *Magic World* campaign going for several months, and toyed with *Future World* (waiting for Gordon Monson to come up with the central concepts I later wrote into the game) and *Superworld*.

The Source of the Powers

Initially, the idea had been to have three sorts of character. Supertypes had natural powers, and would have as many as their POW points would allow. Gadgeteers were superheroes who depended on inventions, and got the number of their powers from the number of INT points they had. Acrobats depended on great skill use, and their points came from their DEX. It rapidly became clear that this would not work. No hero in comic books today is so single-track



illustrated by Luise Perenne

in his superpowers. Batman is an Acrobat, but he has gadgets. Spiderman is a "natural" powered type, but has gadgets. Iron Man is a gadgeteer with skills. It was obvious, once again, that "character classes" were not going to work for showing "reality".

I switched the rules so that POW alone bought powers, and rapidly discovered through a few games and character-building sessions that no one's Power would give enough points to buy the variety of powers possessed by most comic book heroes, no matter how I costed them out. Something else was needed.

Hero Points, based on the total characteristic points of the rolled character, had two benefits. First, it was a mechanic already being used in another fashion in *Magic*

*World and Future*World*. Second, it gave enough points with which to create interesting heroes.

From there it was simply a matter of costing things out and trying to balance the powers. Changes took place right up to the last type set, and still other things could have been done. Game design is always a matter of tearing the manuscript out of the hands of the tearful writer, who is bitterly protesting, "If I could keep it just two more weeks, it will be perfect ..." It will never be perfect.

Still, I appreciate the chance to do this article and present some after-the-last-minute changes that further play has brought out. For those people who have wondered why Martial Arts is such a useless power, or why anyone would use Armor when Absorption is available, or why there were rules for Smash attacks when they did no real damage, or why anyone would want great strength when he could do the same damage with a "kinetic blast" at 1/3 the cost ... The following corrections, additions, and errata are for you.

ERRATA

All corrections and changes are shown in italics.

ABSORPTION – Page 4 *Cost to Buy – 2 Hero Points/Level*
Energy Cost – None

Each level of Absorption gives the character the ability to absorb (as per the original description).

Special Notes: ADD *If a character has both Armor and Absorption for the same type of energy, Absorption works first.*

Types of Energy: CORRECTION *The types of energy are the same as given for Armor.*

Modifiers: ADD *To simulate the abilities of various well-known heroes, the player may want to modify this power with the 'does not have normal attribute' modifier, giving extra hero points for the character's powers. One example is to have Kinetic Absorption not absorb any kinetic damage but fire.*

CHARACTERISTICS – Page 5 *Cost to Buy – 1 Hero Point each 3*
points of STR or SIZ.

Limit: ADD *No more Hero Points may be spent on a characteristic than the original value of the characteristic. Thus, a character with an INT of 10 cannot increase it past 13, a character with a STR of 10 cannot increase it past 40, and a character with a CON of 10 cannot increase it past 20.*

DENSITY – Page 5

CORRECTION: Each level of increase adds *one-half* the character's SIZ and STR to those characteristics again. Each level also slows the character's normal movement by two meters and gives him one point of armor against each of the three types of energy.

ENERGY PROJECTION – Page 5

CLARIFICATION: The basic chance to hit with an Energy Projection is equal to the character's Throw ability.

FLIGHT – Page 5 *Cost to Buy – 1 Hero Point per Level*
Energy Cost – 1 point per melee round

Each level of Flight moves 1 SIZ point at *100 meters per melee round when maneuvering, or 500 meters per melee round in straight flight. Maneuvering implies doing anything except going from point A to point B in a straight line. If the character is looking for a target, intending to land and punch someone, etc., he may only travel 100 meters that round, or 25 if he intends to do something else in the same round.*

It is also possible to go slower or even hover. To fly at all, a character must have one level of Flight for each of his SIZ points. If he wishes to carry anything, he must have additional levels of Flight equal to the SIZ of the carried item and the STR to carry the item.

For each level of flight over that necessary to carry the SIZ flying, the character may go *an extra 20 meters per melee round in maneuvering flight, or 100 meters per melee round in straight speed flight, or an additional 5 meters and perform another action.*

If the power is used in conjunction with Speed, the character may make a full flying movement and then perform an action, perform two flying movements, or perform an action and then make a full flying movement.

GRAVITY PROJECTION – Page 7 *Cost to Buy – 1 Hero Point per*
Level
Energy Cost – 1 Energy Point per Level

Each level of this radiation power will alter the weight of *one SIZ point* of an object within 15 meters of the user. It will either double or halve the object's weight. Each additional level will either affect a further *SIZ point*, increase the range by 15 meters, double the current weight of that *SIZ point* again, or halve the current weight of the *SIZ point* again.

A character involuntarily under double or half weight conditions *affecting his entire body* has only half his normal chance with melee and Throw maneuvers because of his unfamiliarity with his current weight. *His movement is slowed by 1/2 if his weight is doubled, decreased to 1/4 normal if quadrupled, etc.*

INSUBSTANTIALITY – Page 7 *Cost to Buy 20 Hero Points per level*
Energy Cost – 1 per point of SIZ per level per melee round

ADD *However, one insubstantial character may use kinetic force on another insubstantial character.*

LEAP – Page 7 *Energy Cost – 1 per level used*

MARTIAL ARTS – Page 7

Each level of this power allows the user to:

1) Add *1D6* of damage to any successful fist, kick, or grapple attack.

2) Avoid *1D6* of damage from any one melee, missile, or projection attack in a *melee round* if a parry is made. The *1D6* points are also subtracted from the damage for determining a knockback.

NEW-POWER: RECHARGE – Page 8 *Cost to Buy – 1 Hero Point*
per level
Energy Cost – None

This power has the sole use of replenishing energy at a rate of one point per level used. This replenishment is not automatic. It is an action and the character must spend a full *melee round* performing the action without using any other powers or moving more than 6 meters. Speed cannot be used in the same *melee round* with this power.

SPEED – Page 8

REVISION – 2nd paragraph

Each level of Speed used in a *melee round* also reduces an attacker's chance to hit with missile, projection, or *melee by 10%*. Thus, if the Mighty Mauler with an attack chance of 60% is trying to hit the Yellow Streak, who has a Speed of 3, *three levels of Speed reduce Mauler's attack to 30%*.

When a character is performing an action under Speed, he does it at his usual DEX, just as he would normally. However, his Speed still gives him the reduction of others' chances to hit him. *These reductions are taken before reduction for partial cover, using acrobatics, and being airborne, but the usual movement reduction does not apply in this case.*

SNARE PROJECTION – Page 8 *Energy Cost – 3 energy points per*
level

TELEPORT – Page 9

ADD – He must teleport to an area he *can see* or is very familiar with.

ADD – *A teleporter may move 1/4 his normal movement, 50 meters, and still perform another action such as an attack in one melee round. A teleporter with the Speed power can only teleport once during a melee round, and that counts as an action, not as a movement, unless coupled with another action as above.*

WIND PROJECTION – Page 9 *Energy Cost – 3 Energy Points*
per level

NEW RULES – Optional

Power Advantages

It is possible to gain advantages for a power by paying a higher price for it.

NO ENERGY USE ADVANTAGE

A character may buy any power but a projection so that it will use no energy. The cost is twice the normal cost of the power. Thus, Insubstantiality, normally 20 points, can be bought as using no energy for 40 points per level.

PROJECTION ENERGY REDUCTION

A character may buy a projection power so that it will cost only one point of energy per level used, instead of three, by paying twice the normal price of the power. Thus, a character with a 5D6 projection can use the power for 5 energy points, instead of 15, by paying 30 Hero Points for it initially.

RADIUS EFFECT

A character can buy a radius effect for a projection power at twice the cost of the power for a 2m radius volume. A level of the power can be used to increase the radius by one meter, as well as the usual increase of range or damage. Using a radius effect on a target cancels the defensive value of Dodging, Acrobatics, Martial Arts, maneuvering in flight, or Speed, though Flight and partial cover still have their normal effect. A power bought with radius effect can still be used against a single target normally.

COMBINED ADVANTAGES

If a character wishes to buy both energy reduction and radius effect for a projection, he must first purchase the power at 6 points a level for the radius effect, then pay a further 6 points a level for the energy reduction.

SMASH ATTACK –Page 12-13

REVISION – Starting ability with a Smash attack is 10%, and it can be increased either in creation of the character or through experience like any other skill. Roll 1D6 for every 5 SIZ points of the

attacker or fraction thereof to determine the damage to the target. Characters with a SIZ of 1 or less do not get this damage. Roll 1D6 damage for every 10 SIZ points of the attacker for damage to the attacker. In addition, a character using flight may add 1D6 for every 3 levels of Flight he has over the minimum necessary for flying; a character using Speed may add 1D6 for every level of Speed he has. In both cases, this damage applies both to attacker and target.

Unlike all other forms of attack, a character may make a full move and then strike with a smash. A character must move at least 4m in a straight line for every 1D6 of damage done in a smash.

FIGHTING AT A DISADVANTAGE – Page 14

ADDITION

5. EVADING TARGETS -- A character using the special abilities of Martial Arts and/or Speed subtract their reductions *before* the attacker's chance is cut in half for flying target, partial cover, or anything else. □



POWERS		
Power	Hero Point Cost Per Level	Energy Point Cost Per Level
Absorption	2 per energy type	None
Adaptability	1 (affects 1 SIZ point)	1 per SIZ point per activation
Armor	1 per energy type	None unless for force field
Characteristics	1 per 3 STR or SIZ	None
	1 per CON or DEX	None
	3 per INT, POW, or CHA	None
Darkness	3 (affects 2 meter radius)	1 per activation
Density	1 per hero's SIZ point	3 per melee round
Energy Projection	3 per 1D6 damage	3 per activation
Energy Supply	1 per 10 points of energy	None
Flight	1 (affects 1 SIZ point)	1 per melee round
Gas Projection	3 per 1D6 potency	3 per activation
Gravity Projection	1	1 per level
Insubstantiality	20	1 per SIZ point per melee round
Invisibility	1 (affects 1 SIZ point)	1 per CON point per melee round
Leap	1 (adds 2 meters horizontal)	1 per level
Martial Arts	20	None
Mindblock	1	1 per melee round
Perception	1 per hero's POW point	3 per melee round
Recharge	1	None
Regeneration	1 per hero's CON point	1 per melee round
Shape Change	1 per hero's CON point	1 per activation
Silence	3 (affects 2 meter radius)	1 per activation
Size Change	1 per hero's SIZ point	1 per SIZ point per activation
Snare Projection	3 per 1D6 points of SIZ	3 per level of snare
Speed	20	1 per melee round
Stretching	3 (adds 1 meter stretch)	None
Supersenses	3	None
Telekinesis	1 (affects 1 SIZ point)	1 per melee round
Telepathy	1 (affects 1 POW point)	1 per point of target's POW
Teleport	1 (affects 1 SIZ point)	1 per SIZ point teleported
Wall Walking	1 (affects 1 SIZ point)	None
Wind Projection	3 per 1D6 damage	3 per level of projection
X-Ray Vision	3 per 5cm penetration	1 per melee round

Superworld

Character Name _____ Sex _____ Age _____

Secret ID _____ Occupation _____ Income _____

STR	_____	Damage	_____	ARMOR	=====	HIT POINTS	=====	PERS. ENERGY	=====	BAT. ENERGY	=====	
CON	_____			Kinetic	_____	01	02	03	04	_____	_____	
SIZ	_____			Radiation	_____	05	06	07	08	_____	_____	
INT	_____	Idea	_____	E-Magnetic	_____	09	10	11	12	_____	_____	
POW	_____	Luck	_____	ABSORPTION	_____	13	14	15	16	_____	_____	
DEX	_____	Dodge	_____		_____	17	18	19	20	_____	_____	
CHR	_____	Persusn	_____		_____	21	22	23	24	_____	_____	
Total	_____				_____	25	26	27	28	_____	_____	
						35	34	33	32	31	30	29

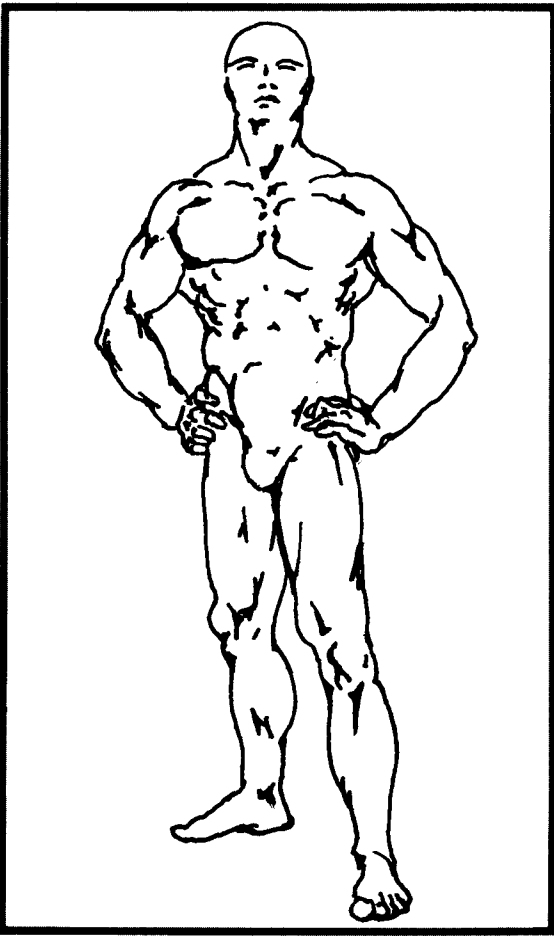
SKILLS

- Acrobatics (05%) _____
- Climb (55%) _____
- Drive (25%) _____
- Fine Manipulation (05%) _____
- First Aid (25%) _____
- Fist (50%) _____
- Fly Plane (00%) _____
- Grapple (25%) _____
- Hide (55%) _____
- Jump (45%) _____
- Knowledge (INTx4%) _____
- Listen (45%) _____
- Move Quietly (25%) _____
- Swim (25%) _____
- Throw (45%) _____

LANGUAGES

_____ / _____
 _____ / _____

CRAFT/SCIENCE



DISABILITIES

Hero Points --- = --- + ---

SPECIAL NOTES

EQUIPMENT

POWER / WEAPON

Description	Level	Attk%	Damage	Parry%	Range	Buy/Use
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

OTHER